



THE APPRENTICE

YOUR NAME

YOUR MASTER'S NAME

What school of magic are you currently learning? What are spells of that nature like?

STEEL

Steel is your courage, resolve, physical prowess and endurance. Your Steel will be tested when you must physically overcome a threat, hazard or pain.

When you have less than **3 Steel**, you are weary and slow to act.

When you have more than **7 Steel**, you are dauntless and in good spirits.

GIFTS & FLAWS:

STARS

Stars represents your collected knowledge and insight, as well as your wits. You test your Stars to attempt something cunning, complex or arcane.

When you have less than **3 Stars**, you are distracted and distraught.

When you have more than **7 Stars**, you are keenly alert and inspired.

GIFTS & FLAWS:

FLAME

Flame is the warmth of your personality. You Test your Flame when you impose your will on another creature, follow your intuition, or trade words to gain a victory.

When you have less than **3 Flame**, you're despondent or glum.

When you have more than **7 Flame**, you are joyful and in good spirits.

GIFTS & FLAWS:

INVENTORY

Write here what you start with, and what you find along the way

SPELLBOOK

Write here what spells you know to start with. If you cast one that Backfires, mark it off of your list. Record new spells as you learn or invent them along your way.